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**EmuMovies**

NINTENDO DS™

NTR-ADLE-USA

# DEEP LABYRINTH



INSTRUCTION BOOKLET

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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Eye or muscle twitching**

**Loss of awareness**

**Altered vision**

**Involuntary movements**

**Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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THIS GAME CARD WILL WORK ONLY WITH  
THE NINTENDO DS™ VIDEO GAME SYSTEM.

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



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# DEEP LABYRINTH®

WHEN THE UNIVERSE WAS BORN,  
ANOTHER PLANE OF EXISTENCE WAS  
BORN ALONGSIDE IT.  
NOT A TWIN... BUT A SHADOW.

THIS REALM IS A LIVING CREATURE,  
WITH THE POWER TO LURE UNWARY SOULS  
FROM OUR WORLD INTO ITSELF.

IT ASSUMES THE FORM OF A MAZE  
WITHOUT END, DOOMING THE TRAPPED  
SOULS TO AN ETERNITY OF  
CONFUSION AND DESPAIR.

NO SOUL CAN ESCAPE...  
THE DEEP LABYRINTH.

## Basic Controls

There are two ways to operate the stylus and touch-strap.

### Touch

"TOUCH" means to lightly touch the Touch Screen with the stylus or touch-strap.



### Slide

"SLIDE" means to slide the stylus or touch-strap along the Touch Screen.



### CAUTION!

- Use only the stylus or touch-strap on the Touch Screen. No twigs, toothpicks, or ragged fingernails.
- Don't use a broken stylus. Just go buy another one, you tightwad.
- Don't violently rub or stab the Touch Screen. Treat it with love and respect.
- Don't rub the Top Screen with the stylus, unless you're using the DS of someone you don't like, in which case go crazy.







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# Shawn & Ace

One summer afternoon, Shawn goes for a drive with his quarreling parents and his beloved dog, Ace... but the trip quickly turns sour when the family car suffers a flat tire in front of a seemingly abandoned mansion. Ace is clearly upset by something inside the mansion, and leaps out of the car to investigate. Shawn's parents follow Ace, but don't return. As a worried Shawn tentatively approaches the dilapidated structure, the entrance door swings open, and he's drawn into a magical vortex. Now, with Ace at his side, Shawn must embark on the greatest adventure of his life... into the dark heart of the Deep Labyrinth.

## Shawn

An ordinary sixth-grader. He approached an old mansion to look for his missing parents and beloved pet, and was trapped inside. He must solve the mysteries of the labyrinth while defeating the monsters that dwell within it.

## Ace

Ace is a Siberian husky that was given to Shawn as a birthday present one year ago. Since then, Ace and Shawn have become inseparable. In the labyrinth, Ace will look for items and fight against monsters with Shawn.



## Moccho

A platypus who lives in the labyrinth. You can restore your physical and magical strength by talking to him.



## Mice

Unusual but very sociable rodents who provide Shawn with good advice.



## Brundal

A two-headed guard dog with sharp tusks.



## Virall

A monster with a snake's head on a human body.



## Vogalt

An elephant-headed monster. The first creature that Shawn encounters in the labyrinth.





## Advanced Controls

### Top Screen

Displays a map of the current labyrinth level. Certain monsters and characters appear on both the Top and Touch Screens.

### Power Button

### + Control Pad

Use the + Control Pad to move Shawn. Press Left or Right twice to move quickly in that direction. You can also switch between left-handed and right-handed control modes.

### Microphone

You use the Microphone to overcome certain obstacles in the labyrinth.

### Touch Screen

Other than Shawn's movement, the Touch Screen is used to control every aspect of Deep Labyrinth.

### A Button

Confirms selections and fast-forwards through dialogue.

### B Button

Cancels selections.

Only the buttons with descriptions are used in this game.

## Starting the Game

- Confirm that your Nintendo DS system is turned OFF and insert the Deep Labyrinth Game Card into the Game Card Slot until you hear a click.
- Turn the power ON and tap the Touch Screen after the Nintendo DS start-up screen appears to continue.
- On the system-menu screen, touch the Deep Labyrinth panel to start the game. Note: If the Nintendo DS system has been set to Auto Mode, the game will start automatically. Please see page 20 of the Nintendo DS system instruction booklet for details.

**WARNING - HEALTH AND SAFETY**  
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.  
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT [www.nintendo.com/healthandsafety/](http://www.nintendo.com/healthandsafety/)  
Touch the Touch Screen to continue.



When the game starts, the main menu screen will appear, with four choices.

### 1 New Game

Start an adventure from the beginning.

### 2 Load Game

Resume an adventure from where you left off.

### 3 Sound

Listen to the game's music and sound effects.

### 4 Options

Modify various gameplay settings.



## New Game

When playing for the first time, select NEW GAME from the main menu screen. A story selection screen will appear, with two choices. Touch the story you want to play, and the face of the character will appear. Touch it again to start the story.

### First Chapter: Shawn & Ace

Select this story if you are playing Deep Labyrinth for the first time. The gameplay and story are enjoyable for players of all ages and skill levels.

### Second Chapter: Wandering Soul

Select this story if you are an expert gamer or a veteran of role-playing games. The difficulty is higher and the story is more mature.



To return to the main menu screen, touch the BACK icon.

## Opening Movie



## Main Menu Screen



## Story Selection Screen



## Load Game

To resume a saved game, select LOAD GAME from the main menu screen. A list of eight data slots will appear on the Touch Screen. Touch the saved game you want to load, and it will be highlighted with dotted lines. Touch the saved game again and the data will be loaded.

To return to the main menu screen, touch the BACK icon.

## Saved Data Screen



### 1 Scroll Arrow

Touch the arrow to scroll through the list.

### 2 Scroll Bar

Slide the bar to scroll faster.

### 3 Back Icon

Touch to return to the main menu screen.

## About the Data List



### Top

The name of the level where the game was saved.

### Bottom

The number of times you have completed the game, current experience level, and total play time.

### Boy Icon

Shawn and Ace

### Young Man Icon

Wandering Soul



### Empty

No data.



## Sound

You can listen to the music and sound effects in this mode. Select a number with the arrows and touch it to hear the corresponding music or sound effect. To return to the main menu screen, touch the BACK icon.

## Sound Screen



Music

Sound Effect

Back Icon

## Options

You can change any of four options. You can also change option settings during the game. For further details, see page 27. To return to the main menu screen, touch the BACK icon.

## Options Screen



BGM On/Off

Sound Effects On/Off

L-Handed Mode/R-Handed Mode

Back Icon

**Clear Memory** Cleared memory cannot be restored!

## Saving the Game

When you enter Moccho's chamber and talk to him, he will restore your HP and MP, and offer to save the "memories" of your adventure. If you save your memories, you can resume the saved game by selecting LOAD GAME from the main menu screen.

A list of eight data slots will appear on the Touch Screen. Touch the slot where you want to save, and it will be highlighted with dotted lines. Touch the slot again and the data will be saved. See page 15 for more information.

- If you touch an EMPTY slot, a confirmation message will ask if you want to save the data. Touch YES to save.
- If you touch a slot with saved data, a confirmation message will ask you if you want to overwrite the current data. Touch YES to save.

To return to the main menu screen, touch the BACK icon.

In the WANDERING SOUL scenario, another character will save the data.



Look for Moccho's chamber.



He will restore your HP and MP.



If you choose a non-EMPTY slot, the data will be overwritten.

# Game Screen

During the game, the Top Screen is called the Navigation Screen, and the Touch Screen is called the Field Screen.

The Navigation Screen displays both a close-up view and map view of the current labyrinth level, along with HP and MP gauges.

The Field Screen displays the character's point of view. The Touch Screen is used to fight monsters, use spells, talk to other characters, and open or close doors.

## Control Pad

- Up:** The character proceeds in the direction he is facing.
- Left/Right:** The character turns in that direction. Press Left or Right twice to shift in that direction.
- Down:** The character backs up.



## Navigation Screen

Close-up and long-range map of the current labyrinth level.

## Field Screen

A three-dimensional point of view.

## Navigation Screen

The Navigation Screen displays crucial information about the current labyrinth level.

### 1 Close-Up View

This shows the immediate area around the character, including the layout of labyrinth corridors and the position of treasure chests and enemies. This view also allows you to anticipate enemy attacks from behind.

### 2 Map View

Any explored area of the current labyrinth will be shown here, and the map will be automatically updated as you proceed. This view also displays stairs, exits, and save points. The top of the map faces north, and the bottom of the map faces south.

### 3 Compass

Indicates the direction that the character is facing on the Field Screen. The red arrow points north.

### 4 Floor Level & Name

When you save the game, the name of the current floor is saved, as well. The name of each level often reflects the characteristics of that level.

### 5 HP (Health Points)

When HP runs low, the gauge blinks red; when HP reaches zero, the game is over.

### 6 MP (Magic Points)

MP are drained when you cast a spell with Kirie symbols. If you do not have enough MP for a certain Kirie, you cannot use that spell.

## Navigation Screen



## Icons

	Character		Save Point
	Enemy		Stairs/Exit
	Chest		Warp Zone

## Floor View



On the Menu Screen, a map of the current floor of the labyrinth will be displayed on the left side of the

Top Screen. The area you are currently exploring will be highlighted in yellow; the ones you have already explored will be gray.



## Field Screen

The Field Screen displays the character's point of view in three dimensions. Other than moving the character with the Control Pad, all of the game's controls are via the Field Screen.

There are five icons on the right side of the Field Screen: Sword, Spell, Shield, Pocket, and Menu. The Field Screen will change when you touch any one of these icons.



## Field Screen



### Sword

Touch to attack enemies with a sword, talk to the mice, and open doors or treasure chests.



### Spell

Touch to attack enemies with a spell, or open sealed doors with spells.



### Shield

Touch and hold to protect your character from an enemy's attack.



### Pocket

Touch to use items stored in the pocket.



### Menu

Touch to bring up the Menu Screen, from which you can use items, pocket items, check your status, and call up the Options Screen.

## Sword Mode

There are two ways to use Sword Mode. Touch the frame on the Touch Screen to slash at the location you touch, or slide the stylus in the direction you wish to slash. The slash directions are: right to left, left to right, top to bottom, bottom to top, and diagonal. The damage inflicted on an enemy will differ, depending on the direction of the slash. Try all the various combinations against each enemy. Defeating enemies with a sword earns experience for both the character and the sword, which allows characters and swords to raise their experience levels.



## Shield Mode

Touch the shield icon to enter Shield Mode and have the character hold the currently equipped shield in front of him. Keep touching the shield icon to stay in Shield Mode; if you let go, the character lowers his shield and returns to the previously active mode. Shield Mode can reduce damage, but will not completely prevent it. Strike back when the moment is right.



## Spell Mode

A grid will appear on the screen in Spell Mode. As you slide the stylus on the grid, pulsating dots of light appear along the path of the stylus. By sliding the stylus on the grid without lifting it, you can write Kirie characters. You can cast a spell by writing a Kirie character and then touching the ATTACK icon.

Kirie can be learned by reading slates and by increasing the character's experience level. Combining two or more Kirie can create an even more powerful spell. Spells can be used to attack and defend against enemies, restore HP, cure conditions, and open doors.

Every time you cast a spell, your MP decreases. If you do not have enough MP, you will be unable to use magic. MP can be restored with certain items or by talking to Moccho. It will also be restored when a character's experience level goes up.

There are many spells in the game, and the ones you have learned will be indicated in the Spell List of the Menu Screen.



If you write a Kirie character incorrectly, a "Miscast!" message will appear, and a spell will not be cast.



## Lock On

If an enemy you want to engage in combat is near you, touch the enemy to activate the Lock On feature. You cannot lock onto distant enemies. Once an enemy is locked on, your character will automatically turn to face the enemy as it moves, making it much easier to attack. Also, the HP of a locked-on enemy will be displayed, so you can determine how much damage is caused by each of your attacks.



Lock On is effective against fast enemies (so they cannot dodge you) and strong enemies (so you will not miss them). You can go into Shield Mode while in Lock On to defend yourself.



An ideal combat tactic is to circle around and attack an enemy from the

side or behind while having the enemy locked on.



- 1 During Lock On, a marker will appear in the center of the screen.
- 2 Lock On can be canceled by touching the OFF icon or moving away from the enemy.
- 3 Indicates the HP of the locked-on enemy.



## Menu Screen

Touch the Menu icon on the Field Screen to bring up the Menu Screen, then touch an option to select it.



### 1 Items

Equip items, use items, and put items into your pocket.

### 2 Spells

A list of the spells you have memorized, and their effects.

### 3 Status

A lengthy list of game data.

### 4 Options

Modify various game settings.

## Item List

The Touch Screen displays a list of items on hand, while the Top Screen displays a description of each item. There are two kinds of items: equipment (swords and shields) and consumables (medicine and keys). A number on the left side of each item indicates how many of that item you have, while the hand icon indicates which items are currently equipped. Touch an item to read its description; touch it a second time to equip, use, or pocket the item. You cannot call up the Item List during a battle; you can only use items equipped to the pocket.



## Equipping Items

You can improve your character's abilities by using items you find in treasure chests. (You can also compare the change in ability before and after equipping a particular item.) To equip, touch YES. Touch NO to cancel and go back to the Item Menu. If you touch an item indicated with the hand icon, a message will appear to remind you that the item is already equipped.



## Using & Pocketing Items

When touching a consumable item, you can select to use or pocket the item. By pocketing an item, you can later use that item during battle. Touch one of the five pockets to store the item. A pocketed item can't be selected from the Item Menu. To return a pocketed item to the menu, touch the pocket in which it is stored.



## Items & Pocket Mode

During a battle, touch the Pocket icon to enter Pocket Mode, and touch a pocketed item twice to use it. There are a few areas in which items cannot be used.





## Spell List

The Touch Screen displays a list of memorized spells, while the Top Screen displays information on each spell. Touch a spell to read its description; touch a Kirie combination for additional information on casting the spell.



## Status Screen

You can examine your character's current condition on the Touch Screen. Use the Touch Screen for additional information.



- 1 Number of times completed and total play time.
- 2 Character Level and Experience.
- 3 Current HP.
- 4 Current MP.
- 5 Sword Level and Experience.
- 6 Currently equipped sword.
- 7 Currently equipped shield.
- 8 Currently equipped armor.
- 9 Currently equipped accessory.
- 10 Scroll Bar.
- 11 Scroll Arrow.
- 12 BACK Icon.

You can also scroll the Touch Screen with the + Control Pad.

## Options Menu

In L-Handed Mode, the X, B, Y, and A Buttons function as the + Control Pad.

Touch "Return to Title" to end the current game and return to the main menu screen.

Game data not saved will be automatically deleted. Please see page 17 for more information.





# Spells

There are spells to attack, defend, restore, and purify. Also, you can combine two or more spells to create stronger spells. Attacking spells are most effective when used against an enemy's weakness; for example, if you cast a fire spell against an enemy vulnerable to fire, it does more damage. A similar principle applies to damage-causing floors; check the color of the floor to determine which defensive spell to use while walking across it.

## Attacking Spells



**Phos**

Fire



**Kludon**

Ice



**Astrape**

Thunder



**Hapto**

Light



**Teleuto**

Death

## Defending Spells



**Anthistemi**

Resist Fire



**Thermaino**

Resist Ice



**Asphaleia**

Resist Thunder



**Diexodos**

Resist Light



**Holokleria**

Resist Death



**Thureos**

Resist Poison

## Restorative Spells



**Ioamai**

Cure



**Iasis**

Heal

## Combination Spells



**Enischo**

Sword



**Platos**

Multiplication



**Auxano**

Amplification

# Items

Swords, shields, armor and accessories are equippable items; keys and potions are restorative items.

## Combat Items



**Sword**



**Shield**



**Armor**



**Ring**

## Other Items



**Key**



**Juicy Bone**

(Ace's favorite!)

## Restorative Items



**HP**

**Remedium**



**MP**

**Mygacine**



**HP/MP**

**Vivos**



**Purification**

**Plethuno-Remedium**



**HP Increase**

**Ametas Quol**



**MP Increase**

**Topazos Quol**

There are many items in addition to the ones pictured here.

# Adventurous Events

There are many activities you will experience in Deep Labyrinth: solving mysteries with Ace, talking to informative mice, and reading slates with crucial information.

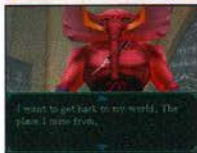
## You've Got the Touch

When in Sword Mode, if you approach an item that can be touched, a Touch icon will appear in the center of the Touch Screen.



- 1 Touch to open treasure chests and doors, or to begin a conversation.
- 2 Cancel the Touch icon.

## Message Window



When you read slates or engage in conversations, a message window will appear on the screen. The letters appear in the window one at a time, but you can fill up an entire window at once by touching the Touch Screen or pressing the A Button. To skip a conversation you've already had, touch the SKIP icon. To return to an earlier message window, press Up on the + Control Pad. Arrows will appear in the message window; touch the arrows to scroll through the windows. You can also use the + Control Pad.

## Meeting the Mice

Touch the Touch icon to have a one-sided conversation with a mouse. You might learn information about the Deep Labyrinth, or be given a useful hint about a nearby object.



## Playing the Ace

If you see Ace, follow him! He'll guide you through the Deep Labyrinth. If he sits in front of a door and won't move, try giving him a treat.



## Doors with Secret Locks



Certain doors in the labyrinth cannot be opened by touching them; their locks are controlled by secret mechanisms. Some of these unusual doors are inscribed with clues on how to open them, while others will require you to seek advice from the mice. Follow the clues to solve the puzzle. Also, there are places in the labyrinth other than doors where a question mark will appear when you approach.



## Read the Slates



Every time you see a slate, make sure to touch and read it. Some slates are inscribed with Kirie symbols that you must learn to cast spells, while others reveal the secrets of the labyrinth. If a slate is covered with dust, blow into the microphone.

## Treasure Chests

Most of the treasure chests in the labyrinth contain items that can be equipped or consumed... but deep in the labyrinth are chests rigged with damaging traps. Be more careful as you descend into the depths.



## Poison, Paralysis & Sleep

After a battle, you may be affected with one of three conditions: POISON, PARALYSIS, or SLEEP. Each status will be indicated on the screen with a special icon. POISON will not drain all of your HP, but you are more likely to be killed by an enemy's attack when your HP is low. To avoid this, use detoxification items or spells. PARALYSIS and SLEEP will make you immobile for a short while.



# DEEP LABYRINTH

## Wandering Soul

This is an alternate story of the Deep Labyrinth. Who created the maze, and why? What is the secret of the girl in the crystal? The answers will not come easily...

This story is based on the original Deep Labyrinth, the first role-playing game with 3D graphics for Japanese cell phones.

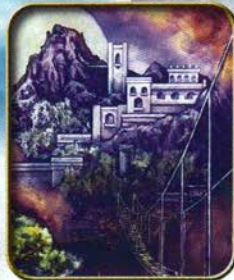
**Three massive environments draw you into the story.**



Venture into the underground labyrinth.



Wander the forest in your search for clues.



What awaits you on the other side of the bridge?

## Monsters

### Reaper

Swings its scythe to score critical hits.

### Glavon

A spider-like creature with poisonous thorns.

### Flopia

A flying fish with razor-sharp fins.

### Blue Dragon

One of the lords of the labyrinth.

### Ramia

A beautiful monster who flatters to deceive.

### Blood Butterfly

A carnivorous insect with status-affecting attacks.

### Slime

Larger slimes have more powerful attacks. Some slimes can even fly.

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ATLUS Customer Service Department/Technical Support Line: (949) 788-0353

Call this number for help in operating our products or for general product questions. Representatives are available Monday - Friday, 9:00 am to 5:30 pm Pacific Time.

### GAME HINTS!

Visit our website at [www.atlus.com](http://www.atlus.com) and click on the "Support" link for helpful hints on Deep Labyrinth!

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